900 MHz Digital Spread Spectrum Speakerphone

with Digital Answering Machine

Owner's Manual

Please read before using this equipment.

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Important:

Cordless phones such as this one require AC power to operate. When the AC power is off, you cannot dial out or receive incoming calls using your phone. To be safe, you should also have a phone that does not need AC power to operate (not a cordless phone) so you can still make and receive calls if there is an AC power failure.

When AC power is lost, the phone loses the security access-protection code connection between the base and the handset. When power is restored, put the handset on the base briefly to restore this connection so you can use the handset.

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.

CAUTION

RISK OF ELECTRIC SHOCK. DO NOT OPEN.

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.

This symbol is intended to alert you to the presence of uninsulated dangerous voltage within the product's enclosure that might be of sufficient magnitude to constitute a risk of electric shock. Do not open the product's case.

This symbol is intended to inform you that important operating and maintenance instructions are included in the literature accompanying this product.

THE FCC WANTS YOU TO KNOW

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advance, so you can

take the necessary steps to prevent interruption of your telephone service.

Your phone might cause TV or radio interference even when it is operating properly. To determine whether your phone is causing the interference, turn off your phone. If the interference goes away, your phone is causing it. Try to eliminate the interference by:

- moving your phone away from the receiver
- connecting your phone to an AC outlet that is on a different electrical circuit from the receiver
- contacting your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your phone.

Some cordless telephones operate on frequencies that might cause interference to nearby TVs and VCRs. To minimize or prevent such interference, the base of the cordless telephone should not be placed near or on top of a TV or VCR.

We have designed your phone to conform to federal regulations and you can connect it to most phone lines. However, each device that you connect to the telephone line draws power from the line. We refer to this power draw as the phone's ringer equivalence number, or REN. The REN is on the bottom of your phone.

If you use more than one phone or other device on the line, add up all the RENs. If the total is more than five (three in rural areas), your phones might not ring. If ringer operation is impaired, remove one of the devices from the line.

Your phone is ETL listed to UL standards and meets all applicable FCC standards.

FCC STATEMENT

Your telephone complies with Part 68 of *FCC Rules*. Upon request, you must provide the phone's FCC registration number and REN to your telephone company. These numbers are on the bottom of the base.

Note: You must not connect your telephone to:

- coin-operated systems
- party-line systems
- most electronic key phone systems

LIGHTNING

Your telephone has built-in lightning protection to reduce the risk of damage from surges in telephone line and power line current. This lightning protection meets or exceeds FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone when storms approach to reduce the possibility of damage.

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Read and understand all instructions.
2. Follow all warnings and instructions marked on the product.
3. Never install telephone wiring during a lightning storm.

4. Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.

5. Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.

6. Use caution when installing or modifying telephone lines.

7. Do not fix the AC power supply cord to building surfaces with metal fittings (if the product has an AC power cord).

8. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.

9. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.

10. Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious damage to the product.

11. Slots and openings in the cabinet and the back or bottom are provided for ventilation. To protect it from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.

12. This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your local power company.

13. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be stepped on.

14. Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.

15. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on the product.

16. To reduce the risk of electric shock, do not disassemble this product. Take it to a qualified serviceman when service or repair work is required. Opening or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the product is subsequently used.

17. Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

    - When the power cord plug is damaged or frayed.
    - If liquid has been spilled into the product.
    - If the product has been exposed to rain or water.
    - If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions because improper adjustments of other controls may result in damage and will often require extensive work by a qualified

technician to restore the product to normal operation.

- If the product has been dropped or the cabinet has been damaged.
- If the product exhibits a distinct change in performance.

18. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

19. Do not use the telephone to report a gas leak while in the vicinity of the leak.

BATTERY SAFETY INSTRUCTIONS

Caution: To reduce the risk of fire or injury, read and follow these instructions.

1. Use only the appropriate type and size of battery pack specified in this owner's manual.

2. Do not dispose of a battery pack in a fire. The cell may explode. Check with local codes for possible special disposal instructions.

3. Do not open or mutilate the battery pack. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.

4. Exercise care in handling the battery pack in order not to short it with conducting materials such as rings, bracelets and keys. The battery or conductor may overheat and cause burns.

5. Charge the battery pack provided with or identified for use with this product only in accordance with the instructions and limitations specified in the instruction manual provided for this product.

6. Observe proper polarity orientation between the battery pack and battery charger.

SAVE THESE INSTRUCTIONS

❒ *Features*

Your Sprint 900 MHz Digital Spread Spectrum Cordless Telephone uses advanced cordless telephone technology to give you superior audio quality and extended range. Its headset jack lets you connect an optional headset for hands-free convenience.

TELEPHONE FEATURES

Spread Spectrum Technology — spreads the signal across several frequencies, providing additional security for your phone conversations.

900 MHz — provides longer range and less interference than many other cordless phones.

20 Channels — automatically selects a clear channel when you make or answer a call. You can also manually change channels during a call.

10-Number Memory Dialing — lets you store 10 numbers in memory for easy dialing.

Network Services — lets you use the telephone company's special subscription services such as Return Call, Repeat Dial, 3-

Way Call, and Cancel Call Waiting with the press of a button.

Backlight — lights the keypad when you press a button or when a call comes in to facilitate operation in a dark room.

Page — lets you send a signal from the base to the handset to page someone or to help you locate the handset.

Volume Control — lets you adjust the volume you hear through the handset.

Programmable Ringer — lets you choose from four tone/volume settings for the handset's ringer.

Ample Talk and Standby Time — the supplied battery (when fully charged) provides about 7 hours of talk time or 7 days of standby time.

Security Access-Protection Code — prevents other cordless phone users from using your phone line while the handset is off the base.

Redial — lets you quickly dial the last number dialed.

Flash — sends an electronic switchhook signal for use with special phone services, such as Call Waiting.

Tone or Pulse Dialing — lets you use your phone with tone or pulse (rotary) dialing and lets you switch from pulse to tone dialing for long-distance, bank-by-phone, or other special services.

Hearing-Aid Compatibility — lets you use your phone with hearing aids that have a T (telephone) switch.

ANSWERING SYSTEM FEATURES

Day/Time Stamp — records the day and time each message is recorded.

Two Prerecorded Messages — give you the option of using one of two prerecorded outgoing messages or recording your own.

Announcement Only — lets you play an announcement for callers to hear without recording their messages.

Message Counter — shows the number of messages the answering system has recorded.

Programmable PIN — you can set a two-digit personal identification number (PIN) for secure remote operation.

Call Screening — lets you listen as a caller leaves a message so you can decide whether or not to answer the call.

Memo Recording — lets you leave messages for yourself or others in your home or office. You can also record your phone conversation.

Phone Pick-Up Detection — stops recording when you pick up any phone on the same line as the answering system, and resets to answer the next call.

Adjustable Ring Number — lets you set the answering system to answer after three or five rings.

Toll-Saver — lets you avoid unnecessary charges when you call by long distance to check your messages.

Digital Volume Control — lets you precisely adjust the speakerphone and message playback.

❒ Installation

MOUNTING THE PHONE

You can place the phone's base on a desk or table or mount it on a standard wall plate or directly on a wall.

Choose a location that is:

- near an AC outlet
- near a modular telephone line jack
- out of the way of normal activities
- away from electrical machinery, electrical appliances, metal walls or filing cabinets, wireless intercoms, alarms, and room monitors
- away from other cordless phones

The base's location affects the phone's range. If you have a choice of several locations, try each to see which provides the best performance.

Caution: You must use a Class 2 power source that supplies 9V DC and delivers at least 350 mA. Its center tip must be set to positive and its plug must fit the phone's **DC IN 9V** jack. The supplied adapter meets these specifications. Using an adapter that does not meet these specifications could damage the phone or the adapter.

Notes:

- Your telephone connects directly to a modular telephone line jack. If your phone line jack is not a modular jack, you can update the wiring yourself, using jacks and adapters available at your local RadioShack store. Or, you can let the phone company update the wiring for you.
- The USOC number of the jack to be installed is RJ11C (RJ11W for a wall plate).

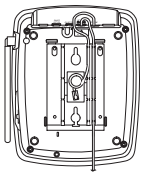
On a Desk Top

1. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base.
2. Plug the modular cord's other end into a modular telephone line jack.
3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack on the back of the base.
4. Route the adapter's cord through the strain relief slot on the bottom of the base.
5. Plug the adapter into a standard AC outlet.
6. Lift the base's antenna to a vertical position.

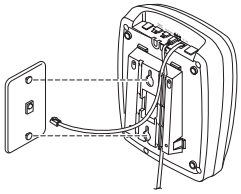
On a Wall Plate or Wall

1. Insert the two tabs at the top of the narrow end of the supplied bracket into the base's upper tab slots, then press down on the bracket's latches and insert them into the lower slots.
2. Plug one end of the supplied short modular cord into the **TEL LINE** jack on the back of the base.
3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack on the back of the base.

4. Route the adapter and modular cords through the grooves on the bracket.

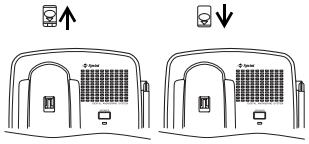


5. Plug the modular cord's other end into the wall plate jack, then align the bracket's keyhole slots with the wall plate studs and slide the base downward to secure it.



6. Plug the adapter into a standard AC outlet.

7. Press and lift out the handset holder, turn it over and rotate it 180° so the arrow is pointing down, then snap it back into place to hold the handset.

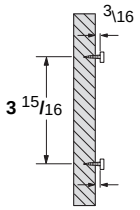


8. Lift the base's antenna to a vertical position.

Note: To mount the phone directly on a wall, you need two screws (not supplied) with heads that fit into the brachet's keyhole slots.

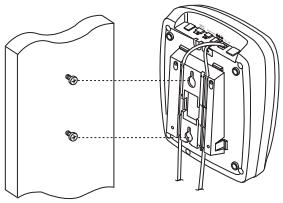
Follow the steps under "On a Wall Plate or Wall," then apply these additional instructions for placement on a wall.

1. Drill two holes $3^{15}/_{16}$ inches (100 mm) apart. Then thread a screw into each hole, letting the heads extend about $^{3}/_{16}$ inch (5 mm) from the wall.



2. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base.

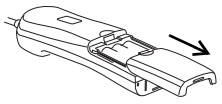
3. Align the bracket's keyhole slots with the mounting screws and slide the base downward to secure it.



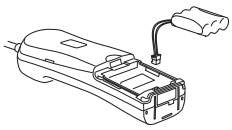
CONNECTING, CHARGING, AND REPLACING THE BATTERY PACK

The phone comes with a rechargeable nickel-cadmium battery pack installed in the handset, but not connected. Before using your phone, you must connect the battery pack, then charge it for about 24 hours.

1. Press down and slide off the battery pack compartment cover.



2. Lift the battery pack out of the compartment.
Plug the battery pack's connector into the socket in the compartment. The connector fits only one way.



3. Put the battery pack in the compartment.

4. Replace the cover.

To charge the battery pack, simply place the handset on the base, facing either up or down. The CHARGE/IN USE indicator on the base lights.

Recharge the battery pack when the TALK/LOW BATT indicator on the handset flashes.

Important: Be sure the battery pack is properly connected before you try to charge it. If the CHARGE/IN USE indicator slowly flashes when the handset is on the base, the battery pack is not connected properly.

Notes:

- When you first use the phone after charging or recharging the battery pack, the phone might not work and you might hear a five-beep error signal. If this happens, return the handset to the base for about 5 seconds. This resets the security access-protection code.
- Using a pencil eraser, clean the charging contacts on the handset and the base about once a month.
- If the phone does not work, recharge the battery pack.
- If the battery pack becomes weak during a call, the handset beeps every 3 seconds and the TALK/LOW BATT indicator flashes. When this happens, you cannot make another call on the phone until you recharge the battery pack.
- About once a month, fully discharge the battery pack by keeping the handset off the base until the TALK/LOW BATT indicator flashes. Otherwise, the battery pack loses its ability to fully recharge.
- If the battery pack is completely discharged or the base loses power while the handset is away from it, place the handset on the base to reset the security access-protection code. If it was the handset that lost power, recharge the battery pack.

The supplied battery pack should last about one year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it with a new 3.6-volt, 600 mAh battery pack with a connector that fits the socket in the battery compartment. You can order a replacement battery pack through your local RadioShack store.

Note: To avoid losing memory numbers, install and begin charging the new battery pack within 1 minute.

If you have trouble replacing the battery, take the phone to your local RadioShack store for assistance.

Warning: Dispose of the old battery pack promptly and properly. Do not burn or bury it (see “Battery Safety Instructions” on Page 6).

Important: The EPA certified RBRC® Battery Recycling Seal on the nickel-cadmium (Ni-Cd) battery indicates RadioShack is voluntarily participating in an industry program to collect and recycle these batteries at the end of their useful life, when taken out of service in the United States or Canada. The RBRC program provides a convenient alternative to placing used Ni-Cd batteries into the trash or the municipal waste stream, which may be illegal in your area. Please call 1-800-THE-SHACK (1-800-843-7422) for information on Ni-Cd battery recycling and disposal bans/restrictions in your area. RadioShack’s involvement in this program is part of the company’s commitment to preserving our environment and conserving our natural resources.

SETTING THE DIALING MODE

Set **TONE/PULSE** on the back of the base for the type of service you have. If you are not sure which type you have, after you charge the handset battery pack, do this simple test.

1. Set **TONE/PULSE** to **TONE**.
2. Lift the handset and listen for a dial tone.

3. Press any number other than 0.

   Note: If your phone system requires that you dial an access code (9, for example) before you dial an outside number, do not press the access code number either.

   If the dial tone stops, you have touch-tone service. Leave **TONE/PULSE** set to **TONE**.

   If the dial tone continues, you have pulse service. Set **TONE/PULSE** to **PULSE**.

4. Press **TALK** or place the handset on the base to hang up.

TURNING THE BASE'S RINGER ON AND OFF

To turn off the base's ringer, set **RINGER** on the back of the base to **OFF**. You can still make or receive calls using this phone. Telephones on the same line (and the phone's handset if it is away from the base) still ring when there is an incoming call.

To turn on the base's ringer, set **RINGER** to **ON**.

SETTING THE HANDSET RINGER'S TONE AND VOLUME

You can set two ringer tones and a high and low volume for each. To change the tone and volume, lift the handset and press **VOL** ▲ or ▼. The tone sounds for 2 seconds.

SETTING THE NUMBER OF RINGS

Set **RING TIME** on the side of the base to **3, 5,** or **TS** (toll-saver) to select how long the answering system waits to answer a call (3 rings, 5 rings, or toll-saver).

Note: If you plan to check messages by long distance, set **RING TIME** to **TS** (see "Using the Toll-Saver" on Page 20).

SETTING THE DAY/TIME

You must set the day of the week and time so the answering system can record the correct day and time of each message.

Note: Enter each key press within about 2 minutes. Otherwise, the system exits the time setting process and you must begin again with Step 1.

1. Hold down **CLOCK** until the system beeps. It announces the currently set day and displays the day's number (0 for Sunday, 1 for Monday, and so on).

2. To change the day of the week, repeatedly press **SKIP** to move forward or **REPEAT** to move backward to the correct day, then press **CLOCK**.

3. The system announces the hour. To change the hour, repeatedly press **SKIP** or **REPEAT** until the correct hour displays, then press **CLOCK**.

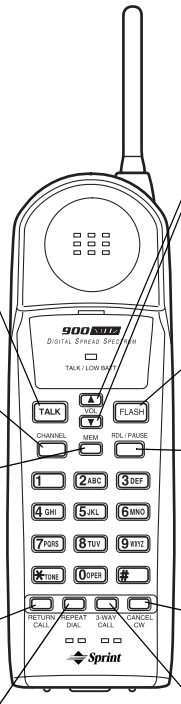
4. The system announces the minutes. To change the minutes, repeatedly press **SKIP** or **REPEAT** until the correct minutes display, then press **CLOCK**.

5. The system announces "AM" or "PM," and **A** or **P** appears. Press **SKIP** or **REPEAT** to change this setting, then press **CLOCK**. The system beeps and announces the day and time.

Press **CLOCK** to hear the system announce the currently set day and time.

Note: When power fails, the clock retains the current time. When the power is restored, it starts counting again from the time the power failed. You must reset the clock to the current time.

❒ A Quick Look at Your Phone



Use VOL ▼ and VOL ▲ to adjust the handset volume (see "Setting the Handset Volume" on Page 14) and to adjust the ringer tone and volume (see "Setting the Handset Ringer's Tone and Volume" on Page 11).

Use TALK to make and answer calls (see "Making and Receiving Calls" on Page 13).

Use FLASH with Call Waiting service to answer an incoming call without disconnecting the current call (see "Using Flash" on Page 15).

Use CHANNEL to select the channel the phone operates on (see "Selecting the Channel" on Page 14).

Use RDL/PAUSE to redial the last number dialed (see "Using Redial" on Page 15) or to enter a pause in a memory key sequence (see "Entering a Pause" on Page 16).

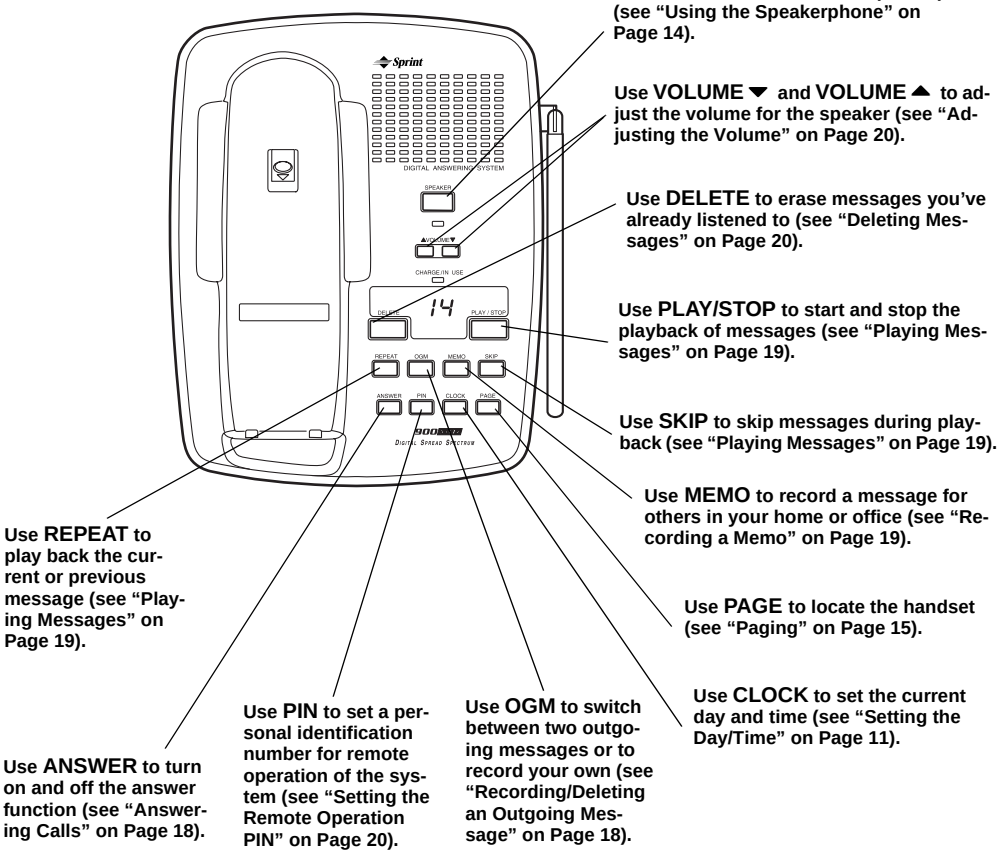
Use MEM to store and dial numbers in memory (see "Memory Dialing" on Page 15).

Use CANCEL CW to suspend Call Waiting service so you can send or receive a fax or connect to the Internet without interruption (see "Using the Phone Company's Special Services" on Page 16).

Use RETURN CALL to call the last person that called you (see"Using the Phone Company's Special Services" on Page 16).

Use REPEAT DIAL to continue dialing a number until the call goes through (see "Using the Phone Company's Special Services" on Page 16).

Use 3-WAY CALL to add a third person to your conversation (see "Using the Phone Company's Special Services" on Page 16).


Use SPEAKER to switch to speakerphone (see "Using the Speakerphone" on Page 14).
Use VOLUME ▼ and VOLUME ▲ to adjust the volume for the speaker (see "Adjusting the Volume" on Page 20).
Use DELETE to erase messages you've already listened to (see "Deleting Messages" on Page 20).
Use PLAY/STOP to start and stop the playback of messages (see "Playing Messages" on Page 19).
Use SKIP to skip messages during playback (see "Playing Messages" on Page 19).
Use MEMO to record a message for others in your home or office (see "Recording a Memo" on Page 19).
Use PAGE to locate the handset (see "Paging" on Page 15).
Use CLOCK to set the current day and time (see "Setting the Day/Time" on Page 11).
Use OGM to switch between two outgoing messages or to record your own (see "Recording/Deleting an Outgoing Message" on Page 18).
Use PIN to set a personal identification number for remote operation of the system (see "Setting the Remote Operation PIN" on Page 20).
Use ANSWER to turn on and off the answer function (see "Answering Calls" on Page 18).
Use REPEAT to play back the current or previous message (see "Playing Messages" on Page 19).
Sprint
DIGITAL ANSWERING SYSTEM
SPEAKER
VOLUME
CHARGE/IN USE
DELETE
14
PLAY / STOP
REPEAT
OGM
MEMO
SKIP
ANSWER
PIN
CLOCK
PAGE
900MHz
DIGITAL SPREAD SPECTRUM

❒ *Operation*

MAKING AND RECEIVING CALLS

1. To make a call, lift the handset and press **TALK**. The TALK/LOW BATT indicator on the handset and the CHARGE/IN USE indicator on the base light. When you hear a dial tone, dial the number.
2. To answer a call, simply lift the handset. If the handset is away from the base, press any key.
3. To end a call, place the handset on the base or press **TALK**.

Note: If you press **TALK** to hang up and the phone does not disconnect, press **TALK** again while holding the handset closer to the base, or place the handset on the base.

SELECTING THE CHANNEL

The phone scans 20 channels and automatically selects a clear channel each time you make or receive a call.

If you hear other conversations or excessive noise during a call, press **CHANNEL** to select a different channel. The indicator blinks, followed by a brief pause as your phone searches for a clear channel.

Note: If the handset is too far from the base, the channel might not be clear. Move closer to the base and try making the call again.

SETTING THE HANDSET VOLUME

You can choose one of four volume settings (low, medium, high, or maximum) for the handset. To change the volume, press **VOL** ▲ or ▼ during a call.

Note: When you press **VOL** ▲ while the volume is maximum or **VOL** ▼ while the volume is low, the setting does not change and the phone sounds a three-beep error signal.

USING THE SPEAKERPHONE

Answering Calls with the Speakerphone

1. To answer a call using the speakerphone, press **SPEAKER**. The SPEAKER indicator lights.

2. To adjust the speakerphone's volume, repeatedly press **VOLUME** ▲ or ▼ on the base. The volume setting from **1** (lowest) to **10** (highest) appears in the message counter window.

3. To end a speakerphone call, press **SPEAKER**.

Switching Between the Handset and Speakerphone

To switch to the speakerphone while you are using the handset, press **SPEAKER** on the base. When you hear the conversation on the speakerphone, press **TALK** on the handset.

To switch to the handset while you are using the speakerphone, lift the handset off the base. If the handset is away from the base, press **TALK**, then press **SPEAKER**.

Using Both the Handset and Speakerphone

If someone else is using the speakerphone, press **TALK** on the handset to join the conversation. If someone else is using the handset, press **SPEAKER** on the base to join the conversation.

During the call, one person can hang up and let the call continue at the other keypad. Or, both people can hang up to end the call.

Note: If you hear a high-pitched noise from the base's speaker, the handset and the base are too close together.

USING TONE SERVICES ON A PULSE LINE

Some special services, such as bank-by-phone, require tone signals. If you have pulse service, you can still use these special tone services by following these steps.

1. Be sure **TONE/PULSE** is set to **PULSE**.

2. Dial the service's main number. When the service answers, press ✱**TONE**. Any additional numbers you dial are sent as tone signals.

When you hang up, the phone automatically resets to pulse dialing.

USING REDIAL

You can quickly dial the last number dialed. When you hear a dial tone, simply press **RDL/PAUSE**.

Notes:

- The redial memory holds up to 32 digits, so you can redial long-distance as well as local numbers.
- The redial memory also holds pause entries. See “Entering a Pause” on page 16.

USING FLASH

FLASH performs the electronic equivalent of a switchhook operation for special services, such as Call Waiting.

For example, if you have Call Waiting, press **FLASH** to answer an incoming call without disconnecting the current call. Press **FLASH** again to return to the first call.

Note: If you do not have any special phone services, pressing **FLASH** might disconnect the current call.

PAGING

To page the person with the handset (or to locate the handset when the phone is not in use), press **PAGE** on the base for less than 2 seconds. The handset beeps for about 5 seconds. To sound the beep for 1 minute, press **PAGE** more than 2 seconds. Or, hold down **PAGE** for over 1 minute to make the handset beep until you release **PAGE**.

To stop the beeping sooner, press any key on the handset except **TALK**.

Note: The phone rings if a call comes in during paging.

MEMORY DIALING

The phone can store up to 10 numbers that you can dial by entering a memory location number (0–9).

Storing a Number in Memory

Note: If you wait more than 20 seconds between pressing keys, a five-beep error signal sounds and the phone exits the storing process.

1. Lift the handset.
2. Press **MEM**. The TALK/LOW BATT indicator blinks.
3. Enter the number and any tone mode changes or pause entries (see “Entering a Pause”).

Notes:

- Each number you store can be up to 20 digits.
- If you try to enter more than 20 digits, a five-beep error signal sounds and the phone exits the storing process. Start over from Step 2.
- Each tone or pause entry uses one digit of memory.

4. Press **MEM**, then enter the memory location number (0–9). The handset sounds a long beep to indicate that the number is stored.
5. For each stored number, write the contact’s name next to the appropriate location number on the supplied memory directory sticker. Peel the backing off the sticker and attach it to the phone.

To replace a stored number, simply store a new one in its place.

To delete a stored number, lift the handset and press **MEM** twice, then enter the memory location number (0–9) you want to clear. The handset sounds a long beep to signal that the memory location is clear.

Entering a Pause

In some telephone systems, you must dial an access code (9, for example) and wait for a second dial tone before you can dial an outside number. You can store the access code with the phone number. However, you should also store a pause after the access code to allow the outside line time to connect. To enter a 2-second pause, press **RDL/ PAUSE**. For a longer pause, press **RDL/ PAUSE** additional times.

Dialing a Memory Number

To dial a number stored in a standard memory location, press **TALK**. When you hear a dial tone, press **MEM** and enter the memory location number for the number you want to dial.

Note: If you select an invalid or empty memory location, the phone beeps five times. Press **MEM** and re-enter the memory location number.

Chain-Dialing Service Numbers

For quick recall of numbers for special services (such as alternate long distance or bank-by-phone), store each group of numbers in its own memory location.

Dial the service's main number first. Then, at the appropriate place in the call, press **MEM** and enter the memory location number (0–9) for the stored information.

Testing Stored Emergency Numbers

If you store an emergency service's number (police department, fire department, ambulance) and you choose to test the stored number, make the test call during the late evening or early morning hours to avoid peak demand periods. Also, remain on the line to explain the reason for your call.

USING THE PHONE COMPANY'S SPECIAL SERVICES

Your phone supports advanced calling services provided by many phone companies, such as Return Call, Repeat Dial, 3-Way Calling, or Cancel Call Waiting.

To use these features, you must be in an area where these services are available and you must subscribe to the services through your phone company.

Important: Some phone companies use different key sequences for these features. If your phone company uses different sequences, you must edit the sequences before using the services. See "Editing Service Numbers" on Page 17.

Feature	Description	Press
Return Call	The service retains the number of the party that called you last and automatically dials that number. Return call is useful if you miss an incoming call.	* 69
3-Way Calling	To connect a third party to your line, press **3-WAY CALL** while you are on the line with the second party. When you hear a dial tone, dial the third party's number and when the third party answers, press **3-WAY CALL** again.	**Flash**

Feature	Description	Press
Repeat Dial	When you get a busy signal or you want to redial the last number you called, the service continuously redials the number and rings your phone once the call goes through.	* 66
Cancel Call Waiting	Temporarily cancels your Call Waiting service. This is useful when you also use your telephone line for internet service or sending and receiving faxes. Press **CANCEL CW** prior to dialing the internet or fax number. Call Waiting is restored when you disconnect the call.	* 70

Editing Service Numbers

You can change the numbers stored in any of the four service locations if your phone company uses different number sequences from those preprogrammed.

Follow these steps to edit a key sequence.

1. Press **MEM**. The TALK/LOW BATT indicator blinks.
2. Enter the new key sequence, up to 20 digits.
3. Press **MEM**.
4. Press the service dial button you want to program. A tone sounds.

Notes:

- When you press **FLASH** in number store mode, a five-beep error signal sounds and the store mode cancels.
- You can also use the service dial buttons to store numbers in memory. See “Memory Dialing” on page 15.

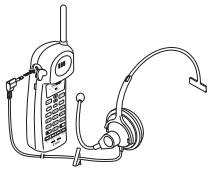
Resetting to the Factory Setting

To restore a service dial button to its factory default, lift the handset and press **MEM** twice then press the service dial button you want to reset. The handset sounds a long beep.

USING A HEADSET

You can talk with hands-free convenience using an optional headset that has a $^{3}/_{32}$-inch (2.5-mm) plug. Contact your local RadioShack store for a suitable headset.

To connect the headset, open the rubber cover marked on the side of the handset, then insert the headset’s plug into the jack.



Notes:

- Connecting a headset disconnects the handset’s earpiece and microphone.
- **VOL** ▲ or ▼ on the handset also controls the connected headset’s volume.
- If you place the handset on the base while the headset is connected, be sure the handset seats properly.

With a headset connected, you can make or answer calls as usual using the keys on the handset.

You can use a handset holder (available from your local RadioShack store) to hang the handset on your belt for greater convenience.

When you finish using the headset, disconnect it and close the rubber cover to protect the jack.

❒ *Answering System Operation*

SELECTING THE OUTGOING MESSAGE

The answering system has two prerecorded outgoing messages. One asks the caller to leave a message: “Hello, no one is available to take your call. Please leave a message after the tone.” The system uses this message when **REC TIME** is set to **1** or **4.** (See “Setting the Record Time”.)

The other is simply an announcement and does not let the caller leave a message: “Hello, no one is available to take your call.” The system uses this message when **REC TIME** is set to **ANN** (announcement only).

You can also record your own message (see “Recording/Deleting an Outgoing Message”). When you record your own outgoing message, the system uses it for all **REC TIME** settings.

To switch between your outgoing message and the system’s prerecorded message, press **OGM**. When the current message begins to play, press **OGM** again. The system switches to the other message and plays it.

RECORDING/DELETING AN OUTGOING MESSAGE

To record your outgoing message (up to 30 seconds long), hold down **OGM** until the answering system beeps and **- -** appears. When you finish your message, press **PLAY/ STOP** or **OGM**. The system plays back your message.

To delete your outgoing message and use the system’s prerecorded messages, hold down **OGM** until the system beeps. Then press **OGM** again within 2 seconds. The phone sounds a five-beep signal.

SETTING THE RECORD TIME

Set **REC TIME** to **1**, **4**, or **ANN** to determine how the answering system will record incoming messages.

1 — The system plays the outgoing message and lets callers leave a message up to 1 minute long.

4 — The system plays the outgoing message and lets callers leave a message up to 4 minutes long.

ANN (announcement only) — The system plays the outgoing message but does not let callers leave a message.

ANSWERING CALLS

Press **ANSWER** to set the answering system to answer calls. If the system is set to record a caller’s message (see “Setting the Record Time”), it plays the outgoing message and shows the number of recorded messages. If the system is set to announcement-only, it plays the outgoing message, and **A** appears.

To set the system to not answer calls, press **ANSWER**. The system announces “Answer off” and the message counter turns off.

Note: When the system’s message memory is full, **FL** appears and the system announces “No remaining time” when you try to operate it. (See “Deleting Messages” on Page 20.)

SCREENING CALLS

You can let the system answer calls while you listen to the caller’s message through the base’s speaker. If you decide to answer the call, press **SPEAKER** to answer using the

speakerphone, press **TALK** to answer if the handset is off the base, or if the handset is on the base, lift it. You can also pick up any phone on the same line. The system stops recording and resets to answer the next call.

RECORDING INCOMING MESSAGES

After the answering system answers a call, it plays the outgoing message, beeps, and records the caller's message. Each incoming message can be up to 1 or 4 minutes long, depending on how you set **REC TIME** (see "Setting the Record Time" on Page 18). The system's maximum recording capacity is 18 minutes.

The system stops recording and resets to answer the next call when:

- The caller hangs up.
- The maximum message length is reached.
- The system detects a busy signal or more than 7 seconds of silence.
- You pick up the system's handset or any phone on the same phone line.

RECORDING A MEMO

A memo is a message of up to 18 minutes you can record on the answering system for yourself or others in your home or office. The system stores memos as incoming messages. (See "Playing Messages.")

To record a memo, hold down **MEMO** on the base until the system beeps and **- -** appears, then speak your message. When you finish the memo, press **PLAY/STOP** or **MEMO**.

Note: The system cannot record a memo less than two seconds long.

RECORDING A CONVERSATION

The answering system lets you record both sides of a telephone conversation for up to 18 minutes when you are using the handset.

Important: It is illegal in some areas to record a conversation without the consent of all parties to the conversation, including the phone company. Check the laws in your area before you use the two-way recording feature.

To start recording a phone conversation, hold down **MEMO** on the base until the system beeps and **- -** appears. To stop recording, press **PLAY/STOP** or **MEMO**. The system stores a recorded conversation as a message (see "Playing Messages").

Note: The system cannot record a conversation less than two seconds long, or a call using the speakerphone.

PLAYING MESSAGES

After the answering system has recorded a message, its message counter shows the total number of messages stored. If you have new messages, the number flashes. To play your messages, press **PLAY/STOP**. The system announces the number of new and old messages, then plays the new messages. The message number appears as each message plays, and the system announces the day and time of the call at the end of each message.

To play all messages after playing the new messages, press **PLAY/STOP** again.

To skip to the next message, press **SKIP** during playback.

To replay the current message from the beginning, press **REPEAT**. If you press **REPEAT** within about 2 seconds (4 seconds for remote operation) after a message begins

playing, the system replays the previous message.

ADJUSTING THE VOLUME

To adjust the speaker's volume, repeatedly press **VOLUME** ▲ or ▼ on the base. The volume setting from **1** (lowest) to **10** (highest) appears in the message counter window.

DELETING MESSAGES

To delete the current message while it is playing, press **DELETE** until the answering system beeps.

To delete all messages at once, while messages are not playing, hold down **DELETE** on the base until the system beeps.

Note: You cannot delete new (unplayed) messages. If you try to delete all messages at once while you still have new messages, the system sounds five quick beeps and does not delete any messages.

REMOTE OPERATION

While you are away from your home or office, you can use a touch-tone phone, or a pulse (rotary) phone with a pocket tone dialer (available through your local RadioShack) to enter your PIN and do any of the following:

- Set the system to answer or not answer calls.
- Listen to your messages.
- Record a new outgoing message.
- Record a memo.
- Erase messages.

Note: You cannot remotely operate the system using its handset or another telephone on the same line as the system.

Setting the Remote Operation PIN

The answering system's two-digit remote operation PIN (personal identification number) prevents unauthorized remote access to your messages. The PIN is preset to 80. Follow these steps to change the PIN to any number from 00 to 99.

Note: If you wait more than 2 minutes between each keypress, the system exits the PIN setting process. Start again at Step 1.

1. Hold down **PIN** until the system beeps and **00** appears.
2. Press **SKIP** to set the first digit of the PIN higher or **REPEAT** to set it lower, then press **PIN**.
3. Press **SKIP** or **REPEAT** to set the second digit of the PIN, then press **PIN**. The system announces the new PIN.
4. To check your PIN at any time, press **PIN**. The PIN appears in the message counter window, and the system announces it.

Note: If you press **SPEAKER** or **PLAY/STOP** while changing the PIN, the system exits the setting operation. Begin again with Step 1.

Using the Toll-Saver

If **RING TIME** is set to **T/S** (toll-saver), (see "Setting the Number of Rings" on Page 11), the answering system answers after three rings if you have new messages (ones you have not listened to). If there are no new messages, the system answers after five rings. This gives you time to hang up before the system answers so you can avoid unnecessary long-distance charges.

Using Remote Commands

Follow these steps to operate the answering system from a remote location.

Note: If you wait more than 15 seconds between each keypress, the system sounds a long beep and hangs up.

1. Dial your phone number and wait for the system to answer.

   If the system is not set to answer calls, it will answer after about 10 rings and sound a series of beeps.

2. When the outgoing message begins (or the system sounds a series of beeps), press #, then enter your PIN within 2 seconds.

3. If the PIN is correct, the system announces the day and time, then it announces the number of new and old messages. The system plays all new messages then beeps about once every two seconds to let you know it is ready to accept remote commands.

Notes:

- If the system does not respond, try entering your pin again. If you enter an incorrect PIN three times, the system beeps and hangs up.
- When the system is in remote operation, it stops all answering functions and **rC** appears. The system resumes answering functions when it is no longer in remote command if you have not turned it off.
- The remote playback of incoming messages is limited to 4 minutes. If you have more messages after 4 minutes have passed, you must press # **2** to listen to the rest of the messages.
- When using remote operation, you can only delete the current message during playback. You cannot delete all the messages stored at one time.
- The maximum length of a memo recorded by remote operation is 4 minutes.

4. To use a remote command, press # and (within 2 seconds) the number for the command you want.

Note: The remote operation stops when someone picks up the handset or any phone on the same phone line.

Press # then	**To**
1	Repeat current message during playback.
2	Play messages.
3	Skip current message during playback.
4	Delete current message during playback.
5	Stop playback, recording, and room monitoring.
6	Set the answering system to answer calls.
7	Record a memo, or stop recording a memo.
8	Record or stop recording a new outgoing message.
9	Set the answering system not to answer calls.
✳	Monitor the room where the answering system is located for 15 seconds.

❒ Troubleshooting

We do not expect you to have any problems with your phone, but if you do, these suggestions might help.

Problem	Suggestion
Low volume or unusual sounds.	Someone has picked up another phone on the same line. Hang up the other phone.
Severe noise interference.	Press **CHANNEL** to change the channel.
	Keep the handset away from computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances.
	Move the handset to another location or turn off the source of interference.
The phone cannot be operated at a useful distance from the base because the signal becomes weak or noisy (handset's range has decreased).	Lift the base's antenna to a vertical position.
	Be sure neither antenna is touching a metal surface.
	Return the handset to the cradle, and recharge the battery pack. Replace the battery pack if necessary (see "Connecting, Charging, and Replacing the Battery Pack" on Page 9).
The phone does not work or works poorly.	Be sure the base's phone line cord and AC adapter are correctly and securely connected, and the battery pack is charged.
The handset battery pack does not charge.	Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.
	Be sure the battery pack is connected correctly.
	Replace the battery pack.
The handset does not ring or receive a page.	Move the base away from other electrical devices and sources of noise.

Problem	Suggestion
The handset stops working or works poorly during a call.	Move the handset closer to the base.
	Lift the base's antenna to a vertical position.
	Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the display.)
	If the base loses power while the handset is away, the security access-protection code might change. Restore power to the base, then place the handset back on the base. The CHARGE/IN USE indicator lights, indicating that the code is set again.
	Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.
The answering system does not answer calls.	Make sure the system is turned on.
	Make sure the AC adapter is properly connected.
	Check all phone line connections.
The answering system does not record callers' messages.	**REC TIME** is set to **ANN** (announcement only). Set it to **1** or **4**.
	Delete messages if memory is full.
The **TALK/LOW BATT** indicator on the handset flashes every few seconds.	Be sure the battery pack is correctly connected.

If you still have problems, disconnect the phone. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot find the problem, take your phone to your local RadioShack store for assistance.

CARE

Keep the phone dry; if it gets wet, wipe it dry immediately. Use and store the phone only in normal temperature environments. Handle the phone carefully; do not drop it. Keep the phone away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the phone's internal components can cause a malfunction and invalidate its warranty. If your phone is not performing as it should, take it to your local RadioShack store for assistance.

Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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